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APPLICATION NO.	FILING DATE	FIRST NAMED INVENTOR	ATTORNEY DOCKET NO.	CONFIRMATION NO.
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10/555,273

11/02/2005

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25944 7590 11/01/2007
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EXAMINER

RENWICK, REGINALD A

ART UNIT

PAPER NUMBER

3714

MAIL DATE

DELIVERY MODE

11/01/2007

PAPER

Please find below and/or attached an Office communication concerning this application or proceeding.

The time period for reply, if any, is set in the attached communication.

Office Action Summary

Application No.

10/555,273

Applicant(s)

MATSUMOTO ET AL.

Examiner

Reginald A. Renwick

Art Unit

3714

-- The MAILING DATE of this communication appears on the cover sheet with the correspondence address --

Period for Reply

A SHORTENED STATUTORY PERIOD FOR REPLY IS SET TO EXPIRE 3 MONTH(S) OR THIRTY (30) DAYS, WHICHEVER IS LONGER, FROM THE MAILING DATE OF THIS COMMUNICATION.

- Extensions of time may be available under the provisions of 37 CFR 1.136(a). In no event, however, may a reply be timely filed after SIX (6) MONTHS from the mailing date of this communication.
- If NO period for reply is specified above, the maximum statutory period will apply and will expire SIX (6) MONTHS from the mailing date of this communication.
- Failure to reply within the set or extended period for reply will, by statute, cause the application to become ABANDONED (35 U.S.C. § 133). Any reply received by the Office later than three months after the mailing date of this communication, even if timely filed, may reduce any earned patent term adjustment. See 37 CFR 1.704(b).

Status

- 1) ☒ Responsive to communication(s) filed on 02 November 2005.
- 2a) ☐ This action is **FINAL**. 2b) ☒ This action is non-final.
- 3) ☐ Since this application is in condition for allowance except for formal matters, prosecution as to the merits is closed in accordance with the practice under *Ex parte Quayle*, 1935 C.D. 11, 453 O.G. 213.

Disposition of Claims

- 4) ☒ Claim(s) 1-17 is/are pending in the application.
- 4a) Of the above claim(s) _____ is/are withdrawn from consideration.
- 5) ☐ Claim(s) _____ is/are allowed.
- 6) ☒ Claim(s) 1-17 is/are rejected.
- 7) ☐ Claim(s) _____ is/are objected to.
- 8) ☐ Claim(s) _____ are subject to restriction and/or election requirement.

Application Papers

- 9) ☐ The specification is objected to by the Examiner.
- 10) ☐ The drawing(s) filed on _____ is/are: a) ☐ accepted or b) ☐ objected to by the Examiner.
Applicant may not request that any objection to the drawing(s) be held in abeyance. See 37 CFR 1.85(a).
Replacement drawing sheet(s) including the correction is required if the drawing(s) is objected to. See 37 CFR 1.121(d).
- 11) ☐ The oath or declaration is objected to by the Examiner. Note the attached Office Action or form PTO-152.

Priority under 35 U.S.C. § 119

- 12) ☒ Acknowledgment is made of a claim for foreign priority under 35 U.S.C. § 119(a)-(d) or (f).
- a) ☒ All b) ☐ Some * c) ☐ None of:
- ☐ Certified copies of the priority documents have been received.
 - ☐ Certified copies of the priority documents have been received in Application No. _____.
 - ☒ Copies of the certified copies of the priority documents have been received in this National Stage application from the International Bureau (PCT Rule 17.2(a)).

* See the attached detailed Office action for a list of the certified copies not received.

Attachment(s)

- ☒ Notice of References Cited (PTO-892)
- ☐ Notice of Draftsperson's Patent Drawing Review (PTO-948)
- ☒ Information Disclosure Statement(s) (PTO/SB/08)
Paper No(s)/Mail Date 11/02/2005
- ☐ Interview Summary (PTO-413)
Paper No(s)/Mail Date. _____
- ☐ Notice of Informal Patent Application
- ☐ Other: _____

DETAILED ACTION

Information Disclosure Statement

The Information Disclosure Statement filed on 11/02/2005 has been considered for review in the examination of the disclosed invention.

Claim Rejections - 35 USC § 102

1. The following is a quotation of the appropriate paragraphs of 35 U.S.C. 102 that form the basis for the rejections under this section made in this Office action:

A person shall be entitled to a patent unless –

(b) the invention was patented or described in a printed publication in this or a foreign country or in public use or on sale in this country, more than one year prior to the date of application for patent in the United States.

2. Claim 1 is rejected under 35 U.S.C. 102(b) as being anticipated by Gilboa (U.S. Patent No. 5,853,327).

Re claim 1 and 16 : Game information for causing an apparatus similar to a computer to function the apparatus connected to an input system (column 7, lines 1-7), the input system comprising: a tablet using an electromagnetic induction method (column 4, lines 4-7; column 3, lines 54-65); and a formed object incorporating a coil for performing predetermined communication using an electromagnetic induction method when placed on the tablet (column 20, lines 51-55), a memory for storing identification information on

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the formed object (column 4, lines 15-29, column 11, lines 10-15) the apparatus obtains from the input system a placed position and a direction on the tablet, and identification information on the formed object (Abstract; column 7, lines 36-41; column 11, lines 10-15), wherein the apparatus is caused to function as: a change detecting unit for detecting a change of the placed position and the direction obtained from the input system (column 8, lines 37-59; column 12, lines 13-30); a selecting unit for selecting character information corresponding to the identification information obtained from the input system out of a plurality of character information, each of which includes image information on a character imitating a figure of the formed object and is associated with the identification information on the formed object (column 8, lines 20-30; column 9, lines 32-39); a character control unit for disposing the character, imitating the figure of the formed object placed on the tablet, in a game space according to the character information selected by the selecting unit (column 9, lines 32-39), and for controlling motion and movement of the character according to the change detected by the change detecting unit (column 9, lines 39-44); and an image generating unit for generating an image in the game space including the character controlled by the character control unit (column 9, lines 39-44).

Re claim 2: The game information as claimed in claim 1, wherein the apparatus further functions as a correlating area setting unit for setting in the game space an area correlating with a placement detectable area on the tablet, and wherein the character control unit disposes the character, imitating the figure of the formed object placed on

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the tablet, at a position in the game space correlating with the placed position obtained from the input system with the direction obtained from the input system with reference to the area in the game space set by the correlating area setting unit (column 7, lines 64-67; column 8, lines 1-20).

Claim Rejections - 35 USC § 103

3. Claims 3, 4, and 5 is rejected under 35 U.S.C. 103(a) as being unpatentable over Gilboa in view of Schwab (U.S. Patent No. 5,013,047).

Re claim 3: Gilboa fails to disclose that the correlating area setting unit comprises an area variable unit for making the size of the area in the game space variable, the area set correlating with the placement detectable area on the tablet Gilboa discloses a chess game board in which a game is conducted, however there is no explicit disclosure that the game nor the game board is displayed on a computer related device. However, Schwab discloses an apparatus for determining the identity and position of game objects in which an sensory chess board is displayed on the video display of a player interface (column 11, 5-38), where the area variable unit for making the size of the area in the game space variable is a video controller within the video interface. It would have been obvious to one skilled in the art at the time the invention was made to incorporate the display unit of Schwab into the game system of Gilboa for the purchase of displaying a digital chess board that corresponds to a physical game board.

Re claim 4: Gilboa discloses that the area variable unit comprises a first variable unit for making the size of the area in the game space variable, the size set according to and corresponding to the character information selected by the selecting unit (column 7, lines 54-63; column 8, lines 5-12).

Re claim 5: Gilboa discloses the area variable unit comprises a second variable unit for making the size of the area in the game space variable, the size set according to and corresponding to game progress wherein area variable unit is the computer processor (column 8, lines 36-50).

4. Claim 6 is rejected under 35 U.S.C. 103(a) as being unpatentable over Gilboa in view of Pepper Jr. (U.S. Patent No. 4,302,011).

Re claim 6: Although Gilboa discloses that the game pieces must be present on the invention board in order for the video screen to display certain character information is displayed based on the position of the game piece. However, Pepper Jr. discloses an electronic input tablet device for use in a game circuitry where a player uses there finger to increasingly press down on the tablet to "fire a weapon" at their opponent (column 4, lines 46-55; column 5, lines 35-49). Gilboa describes a similar game, in which players fire bullets which appears on screen in accordance with the position and orientation of

the toy figure (column 8, lines 45-50). It would have been obvious to one skilled in the art to incorporate the pressure sensing device of Pepper Jr. into the game system of Gilboa for the purpose of controlling features of game devices.

5. Claim 7 and 17 are rejected under 35 U.S.C. 103(a) as being unpatentable over Toshiyuki et al. (JP 2002-301264 A).

Re claim 7 and 17: Gilboa discloses game information for causing an apparatus similar to a computer to function the apparatus connected to an input system (column 7, lines 1-7), the input system comprising: a tablet using an electromagnetic induction method (column 4, lines 4-7; column 3, lines 54-65); and a formed object incorporating a coil for performing predetermined communication using an electromagnetic induction method when placed on the tablet (column 20, lines 51-55), a memory for storing identification information on the formed object (column 4, lines 15-29, column 11, lines 10-15) the apparatus obtains from the input system a placed position and a direction on the tablet, and identification information on the formed object (Abstract; column 7, lines 36-41; column 11, lines 10-15), wherein the apparatus is caused to function as: a change detecting unit for detecting a change of the placed position and the direction obtained from the input system (column 8, lines 37-59; column 12, lines 13-30); a selecting unit for selecting character information corresponding to the identification information obtained from the input system out of a plurality of character information, each of which includes image information on a character imitating a figure of the formed object and is

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associated with the identification information on the formed object (column 8, lines 20-30; column 9, lines 32-39); a character control unit for disposing the character, imitating the figure of the formed object placed on the tablet, in a game space according to the character information selected by the selecting unit (column 9, lines 32-39), and for controlling motion and movement of the character according to the change detected by the change detecting unit (column 8, lines 37-45); and an image generating unit for generating an image in the game space including the character controlled by the character control unit (column 8, lines 20-30; column 9, lines 32-39). Gilboa fails to disclose the use of a playing card on the electronic tablet. However Toshiyuki et al. discloses a card game device where players place cards onto an electronic tablet where the cards are subsequently read and then used in a game (abstract). Because both Gilboa and Toshiyuki et al. disclose game indicia, it is obvious to one skilled in the art to simply substitute one game indicia for another for the purpose of displaying virtual game indicia that corresponds to game indicia on a physical game board.

6. Claim 10 and 11 are rejected under 35 U.S.C. 103(a) as being unpatentable over Gilboa in view of Watson et al. (U.S. Patent No. 5,821,916).

Re claim 8 and 10: Gibloa discloses that the position of where the game indicia is located on the game tablet (Abstract), but does not disclose a continuous movement of game indicia across the game tablet corresponding with continuous movement of the display screen. However, Watson et al. discloses a digitizer tablet that comprises of a

stylus, which the user uses to write on the tablet display that directly corresponds with the movement of a cursor on a display that illustrates the handwriting of the user (column 1, lines 40-52). Therefore because of the relationship between the digitizer tablet and the computer system, the processor will always recognize the speed of the stylus that is being moved across the game tablet and display the speed of the cursor on the display screen to be directly proportional to the speed of stylus on the tablet. Furthermore handwriting inherently contains many turns, which Watson displays in a path created on the monitor after a user has written on the tablet. Here the image-generating unit is the computer and the image generated in the space is the pen dot or cursor. It is known in the art that operating systems for tablet computer platforms use digitizer pens for controlling the movement of cursor on a display screen. It would have been obvious to try use the known technique of moving a virtual object in correlation with a physical object based on the speed and turns of the physical objects movement as disclosed by Watson et al. in the game machine of Gilboa to improve on the movement of game indicia of Gibloa which would achieve the predictable result of continuously moving virtual game indicia in accordance with the continuous movement of their physical counterparts.

Re claim 9 and 11: Gibloa discloses that the position of where the game indicia is located on the game tablet (Abstract), but does not disclose a continuous movement of game indicia across the game tablet corresponding with continuous movement of the display screen. However, Watson et al. discloses a digitizer tablet that comprises of a

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stylus, which the user uses to write on the tablet display that directly corresponds with the movement of a cursor on a display that illustrates the handwriting of the user (column 1, lines 40-52). Therefore because of the relationship between the digitizer tablet and the computer system, the processor will always recognize the speed of the stylus that is being moved across the game tablet and display the speed of the cursor on the display screen to be directly proportional to the speed of stylus on the tablet. Furthermore handwriting inherently contains many turns, which Watson displays in a path created on the monitor after a user has written on the tablet. Here the image-generating unit is the computer and the image generated in the space is the pen dot or cursor. It is known in the art that operating systems for tablet computer platforms use digitizer pens for controlling the movement of a cursor on a display screen. It would have been obvious to try use the known technique of moving a virtual object in correlation with a physical object based on the speed and turns of the physical objects movement as disclosed by Watson et al. in the game machine of Gilboa to improve on the movement of game indicia of Gibloa which would achieve the predictable result of continuously moving virtual game indicia in accordance with the continuous movement of their physical counterparts.

7. Claims 12 and 13 are rejected under 35 U.S.C. 103(a) as being unpatentable over Wang et al. (U.S. Patent 7,133,031).

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Re claims 12 and 13: Gilboa discloses that the game machine records and outputs information based on the location of the game object at a given point on the map such as storing the position of the game objects when located near a pond or a house, the game records that location and outputs information based on stored information from the game object. Gilboa does not explicitly disclose that that the previous positions or path of the game pieces are recorded nor that the game controls motion and movement of the character based on the path detected by the path detecting unit. However, Wang et al. discloses a computer system a system that controls the motion movement of electronic ink displayed on a screen based upon the moving path of a digitizer pen through a maze (column 15, lines 19-67; column 16, lines 1-10). It would have been obvious to try use the known technique of moving a virtual object in correlation with a physical object based on the speed and turns of the physical objects movement as disclosed by Wang et al. in the game machine of Gilboa to improve on the movement of game indicia of Gibloa which would achieve the predictable result of continuously moving virtual game indicia in accordance with the continuous movement of their physical counterparts.

Re claims 14 and 15: Gilboa discloses computer memory of a processing unit that records and stores game information (column 14, lines 39-42).

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Conclusion


Any inquiry concerning this communication or earlier communications from the examiner should be directed to Reginald A. Renwick whose telephone number is 571-270-1913. The examiner can normally be reached on Monday-Friday, 7:30AM-5:00PM, Alt Fridays, EST.

If attempts to reach the examiner by telephone are unsuccessful, the examiner's supervisor, Robert Pezzuto can be reached on 571-272-6996. The fax phone number for the organization where this application or proceeding is assigned is 571-273-8300.

Information regarding the status of an application may be obtained from the Patent Application Information Retrieval (PAIR) system. Status information for published applications may be obtained from either Private PAIR or Public PAIR. Status information for unpublished applications is available through Private PAIR only. For more information about the PAIR system, see <http://pair-direct.uspto.gov>. Should you have questions on access to the Private PAIR system, contact the Electronic Business Center (EBC) at 866-217-9197 (toll-free). If you would like assistance from a USPTO Customer Service Representative or access to the automated information system, call 800-786-9199 (IN USA OR CANADA) or 571-272-1000.

10/27/2007

RR



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